

Yaseen Patel

US Citizen | yaseen.s.patel@gmail.com | (949)-742-9286 | LinkedIn: [linkedin.com/in/yaseen-patel-](https://www.linkedin.com/in/yaseen-patel-)

EDUCATION

University of California, Irvine

GPA: 3.50

B.S. in Computer Science

Expected Graduation, June 2026

EXPERIENCE

NCAS Mission 1: Discover

Apr 2022 – Aug 2022

- Conducted in-depth research to uncover new opportunities, trends, and challenges relevant to NCAS's objectives. Explored innovative solutions and emerging technologies that align with the organization's mission and vision.
- Collaborated with partners, community members, and experts to gather diverse insights. Fostered meaningful relationships for a complete understanding of the landscape, informing decisions for Mission 1: Discover at NCAS

Computer Science Club

Aug 2022 – June 2024

- Engaged in the club to gain access to a dynamic platform for active involvement in coding projects, cultivating connections with kindred spirits, and actively partaking in hackathons and technology-oriented gatherings.

Private Coding Tutor

Aug 2021 – Jun 2024

- Performed private tutoring to middle/high school students with interactive lessons, clear explanations, hands-on activities, and patient guiding to ignite their coding passion.
- Provided parents with regular updates on their child's progress, fostering transparency and collaborative support for educational success.

PROJECTS

Web API Integrated Information Retrieval

Jan 2024

- Leverages Web API calls to Nominatim and National Weather Service, facilitating precise geocoding and real-time weather data retrieval, including descriptive hourly forecasts spanning the next 7 days.
- Adopting a sophisticated object-oriented approach, the code introduces classes to condense functionalities related to geocoding and weather information retrieval, strategically incorporating class-level constants for API endpoints.
- Employed static methods in classes to handle HTTP request, error handling, and data manipulation, promoting modularity and encapsulation, elevating the overall organization and codebase.

Network-Based Connect Four Game

Nov 2023

- Implemented a python shell and network-based version of the game using user configurable board and intuitive move input.
- Connected to an online server and implemented a protocol to enable network play against an online AI.
- Efficient utilization of reusable components, strong emphasis on code modularity, and error handling with user-friendly error messages.

Data Structures

Aug 2023 – Dec 2023

- Created binary search tree to hold numerical values for 20 accounts implementing insert and search functionalities.
- Created program to add and remove vertices and edges from graphs through an adjacent list.
- Implemented doubly linked list and used it to perform different operations such as palindrome checker, reverse list and swap values

SKILLS

Skills: C, C++, Python, JavaScript, Assembly, Microsoft Visual Studio, IDLE

Certification: AWS Cloud Practitioner

Awards: x4 Honors Roll, UCI CS Distinguished Student

Relevant Coursework: Data Structures & Algorithms, C++ Programming, Python Programming with Libraries, Computer Discrete Mathematics, Computer Organization and Assembly Language, Statistics

Interests: Traveling, Gaming, Basketball, Soccer, Weight Lifting, Volunteering, Music, Board Games